



Merit Badge Program

At Camp Durant we strive to provide quality instruction for all the merit badges we offer. The information provided with regard to completion is accurate as of this writing, but subject to change with revisions to the merit badge requirement books.

MERIT BADGE REGISTRATION -

Camp Durant will offer online registration for Merit Badges starting Friday, May 1st, 2020 at 9:00 AM via Tentaroo. Leaders will receive notification via email prior to the system being opened. **Payment of \$100 per scout must have been received and posted to your account in order to choose the Merit Badge Classes.**

We reserve the right to adjust the schedule and counselor assignments to meet demand, therefore, **all Troops should register for Merit Badges before camp.** Some of our sessions have maximum numbers to ensure teaching quality. If a Troop does not sign-up for merit badges prior to camp, there is a chance that their Scouts will not be able to register for some merit badges. Once a Scout is signed up for a merit badge, we assume that he/she has Scoutmaster approval to work on that badge. *Every effort will be made to post the Merit Badge Schedule Grid by March 15th at the latest.*

REQUIREMENTS -

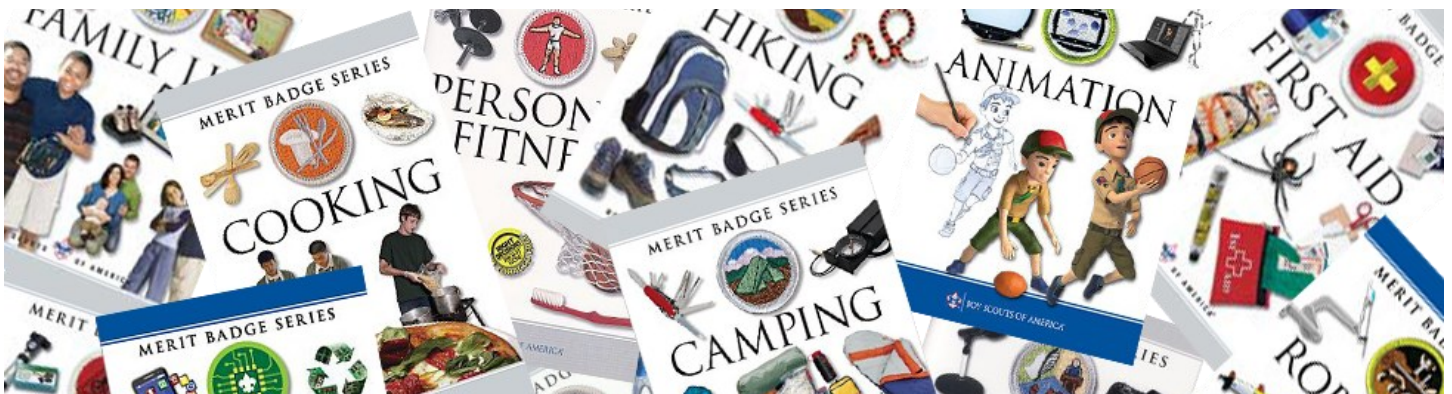
Certain merit badges offered in camp may require work either before or after camp in order to be completed. These requirements are noted in the detailed matrix on merit badges and need to be signed off at the Troop level. **Camp Area Directors will only sign off on requirements completed at camp.**

MERIT BADGE PAMPHLETS -

Scouts need to be familiar with the material in the Merit Badge Pamphlets for the merit badges they will be taking prior to their arrival at camp and are encouraged to have these pamphlets with them at camp. For the convenience of Scouts & Leaders, Merit Badge Pamphlets will be available for sale in the Camp Trading Post.

BLUE CARDS -

Camp Durant does not require the use of Merit Badge Blue Cards. All Merit Badge progress will be tracked and printed as a final Tentaroo report and given to the Troop Leader on Friday.



Trailblazer Program



During this session, Scouts will spend time working on requirements for the ranks of Tenderfoot, Second Class & First Class. Unlike merit badges, it is impossible to come to camp and complete all of the requirements for Tenderfoot, Second Class & First Class in one week.

The focus in the Trailblazer Program will center on experimental learning in the form of using demonstration followed by practice to master the skills learned. Scouts put these skills to the test through fun activities and contests, working in Patrols throughout the week. The Trailblazer Staff will do everything in their power to help each Scout become proficient in as many areas as possible.

Individual First Aid Rank Advancement will be covered in this program in addition to the First Aid Merit Badge. Participants **MUST** sign up for the TRAILBLAZER First Aid Merit Badge Session.

The Trailblazer Program will give the Scouts enrolled in this Program an opportunity to take other merit badge classes. Also available is a new Trailblazer Swimming Class .

The Trailblazer Program is not an advancement program. Scoutmasters are responsible for signing-off the rank requirements of their Scouts participating in this program. A list of requirements covered in this program will be provided to the Scoutmasters in the Check-out Packet.



ATTENTION !

IMPORTANT INFORMATION:

The following list of items should be brought to each Trailblazer Session:

- ♦ Boy Scout Handbook
- ♦ Personal First Aid Kit
- ♦ Water Bottle/Canteen
- ♦ Notebook
- ♦ Compass
- ♦ Pen or Pencil

Aquatics



BEGINNER SWIM - Not a Merit Badge

This program is designed for Scouts that have not yet passed the Beginner's Test. This Class will teach the basics of swimming with the goal of Scouts being able to pass the Beginner's Test by the end of the week.

CLASS SIZE: 20

FIRST CLASS SWIM - Not a Merit Badge

For Scouts who have not completed their Swimmer's Test, but who have completed their Beginner's Test. All of the Aquatics requirements up to the First Class will be completed.

NO CLASS SIZE LIMIT



SWIMMING -

Swimming is a leisure activity, a competitive sport and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

Scout must be classified as "Swimmer" in their swim check.

CLASS SIZE: 20



LIFESAVING -

This is a great merit badge for older Scouts. It will instruct the basics of reach, throw, row and go. They will learn basic go-rescues with and without assists. *Scouts will need to bring a belt, long pants, long-sleeve button up shirt and shoes that can get wet.*

Scouts should have completed Swimming Merit Badge and must be classified as "Swimmer" in their swim check.

CLASS SIZE: 20



BSA LIFEGUARD - Not a Merit Badge

This program is open to Scouts 15 years and older as well as adults. This is an all-day program that focuses on training people to run a safe year-round program at the troop level. Note: BSA Lifeguard requirement #24 states, **"evidence of American Red Cross (ARC) First Aid and ARC CPR/AED for professional rescuer or equivalent is needed to complete BSA Lifeguard"**. Completing the requirement or equivalent before camp is **HIGHLY RECOMMENDED** and will NOT be taught at camp. If certification is obtained prior to camp, you will need to provide a current copy of your certification.

CLASS SIZE: 10

Equivalent is available online: www.prcpr.org and cost is \$49.95



CANOEING -

This session introduces Scouts to the basic skills of canoeing. Scouts learn the parts of the canoe and paddle as well as safety rules. Good physical strength & stamina are required. At the end of this session, Scouts should be able to maneuver a canoe in a straight line on a flat water lake.

Bring shoes for boating that can get wet.

Scout must be classified as "Swimmer" in their swim check.

CLASS SIZE: 20



KAYAKING -

Come join us at Nello Teer Lake to participate in this recently-developed merit badge that introduces boating skills. Scouts will learn safety procedures, proper equipment usage and procedures.

Bring shoes for boating that can get wet.

Scouts must be classified as "Swimmer" in their swim check.

CLASS SIZE: 20



SMALL BOAT SAILING -

Scouts will learn the techniques and terms that will help them sail a course in Nello Teer Lake. This merit badge is a great one for second year campers. Sailing experience is recommended, but not required for this merit badge. *Bring shoes for boating that can get wet.*

Scouts must be classified as "Swimmer" in their swim check.

CLASS SIZE: 20



STAND UP PADDLEBOARDING AWARD- Not a Merit Badge

The BSA Stand Up Paddleboarding Award introduces Scouts to the basics of Stand Up Paddleboarding (SUP) on calm water, including skills, equipment, self-rescue and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation. *Bring shoes for boating that can get wet.*

Scouts should have completed Swimming Merit Badge and must be classified as "Swimmer" in their swim check.

CLASS SIZE: 6

Ecology



ENVIRONMENTAL SCIENCE -

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations on how the living and non-living factors in an environment interact. A total of two hours of field observation are included in the session.

Scouts should be second-year campers or First Class.

CLASS SIZE: 25



FISH AND WILDLIFE MANAGEMENT -

Wildlife management is the science and art of managing the wildlife—both animals & fish—with which we share our planet. The different styles of fish and wildlife management are the focus of this course. Examples of local management styles are given and the advantages and disadvantages of each are discussed.

CLASS SIZE: 25



FISHING -

All of the basic knowledge needed for fishing is covered in this session. Different types of equipment, alternative fishing styles, local fishing regulations and fishing safety are discussed. *Scouts should bring fishing pole & tackle. Some simple equipment may be purchased at the Camp Trading Post.*

CLASS SIZE: 20



FORESTRY -

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees & plants and the roles they play in a forest's life cycle. They will discuss the pros & cons of forest fires and the use of different types of wood. A conservation project is part of this session.

CLASS SIZE: 25



GEOLOGY -

Geology is the study of rock and minerals that make up the Earth. Topics will include the theory of continental drift, different types of rock & minerals, their uses, and the rock cycle.

CLASS SIZE: 25



INSECT STUDY -

Insects account for more than two-thirds of all known organisms and have been around for some 400 million years. Scouts will step into the strange and fascinating world of the insect. While there, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, learn how insects see, hear, smell and feel the world around them.

Requirement 10 will not be completed at camp.

CLASS SIZE: 25



MAMMAL STUDY -

DUAL MERIT BADGE SESSION

Mammal Study includes discussion on the different classifications of mammals, observing mammals and the management of the local population of mammals.

REPTILE & AMPHIBIAN STUDY -

CLASS SIZE: 25

Scouts have always been interested in snakes, turtles, lizards and alligators as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife. Understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

Requirement 8 will not be completed at camp.



NATURE -

A good first-year merit badge, Nature is a broad study of five different areas of ecology around Camp Durant. Topics include: soil & rock, mammals, reptiles & amphibians, fish and plants.

CLASS SIZE: 25



OCEANOGRAPHY -

Oceans cover more than 70 percent of planet Earth and are the dominant feature of Earth. They influence the weather, the soil, the air and the geography of every area in the world. Oceanography is the study of the ocean including the ecosystems in it, ocean currents, waves and plate tectonics.

CLASS SIZE: 25



WEATHER -

Meteorology is the study of Earth's atmosphere, its weather and the ways in which temperature, wind and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes & hurricanes and how to stay safe.

CLASS SIZE: 25



Handicraft



ART -

DUAL MERIT BADGE SESSION

This session will instruct the Scout in the different mediums of art such as pens, ink and paint. The Scout will learn to draw in different formats such as cartoon, design and story-board.



SCULPTURE -

CLASS SIZE: 25

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal & wood.



INDIAN LORE -

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books & stories, American Indians have many different cultures, languages, religions, styles of dress and ways of life. Scouts get an opportunity to explore Native American culture in natural surroundings. Topics include Native American crafts, clothing, living in shelters and games. **CLASS SIZE: 20**



LEATHERWORK -

An excellent merit badge for first year Scouts. Scouts will learn about different types & sources of leather as well as how to care for leather goods such as shoes and belts. The session culminates with the Scout learning to make different projects and how to tan a hide. **CLASS SIZE: 16**



METALWORK - Scouts must be at 13 years old for this merit badge.

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools and the basic metalworking techniques. They will practice using these tools & techniques before concentrating on the more intricate skills of one of four metalworking options. **CLASS SIZE: 12**



POTTERY -

This session will teach Scouts the proper use of pottery tools, terms and types of clay. The Scouts will have the opportunity to make items using the tools of the trade. This session will include use of the potter's wheel, a kiln and a visit to one of the potteries in the renowned Seagrove Pottery area. **CLASS SIZE: 16**



WOODCARVING -

An excellent merit badge for second year campers, the Scouts will learn about the basics of design along with material selection, tools & techniques as well as wood-carving safety. Other skills learned will include sharpening knives, detailed carving and using a wood chisel. **Totin' Chip is required**

CLASS SIZE: 16

Shooting Sports



ARCHERY -

Archery is a fun way for Scouts to exercise their mind as well as body, developing a steady hand, a good eye and a disciplined mind. Scouts will make their own bowstring and arrow. This merit badge focuses on the use of bow and arrow as a target sport. Scouts must meet the shooting requirement in order to earn the merit badge. Arrow kit provided at the archery range. **CLASS SIZE: 16**

Previous experience is highly recommended. Not recommended for younger or smaller Scouts.



RIFLE - Scouts must be 12 years old for this merit badge

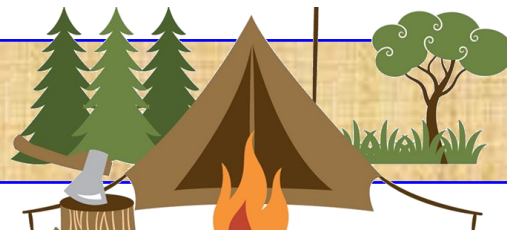
Safety is the focus of the Rifle Shooting Merit Badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. The most difficult aspect of the Rifle Merit Badge is being able to shoot well enough to qualify, so younger Scouts who have never shot before may have trouble with this requirement. **CLASS SIZE: 16**



SHOTGUN - Scouts must be 13 years old for this merit badge

Shotgun shooting is both a physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to safely shoot. The Camp Durant shotgun program uses 12 and 20 gauge shotguns to shoot clay pigeons. Previous experience is highly recommended. **CLASS SIZE: 10**

Outdoor Skills



CAMPING -

Scouts will learn about Leave-No-Trace outdoor ethics, proper clothing & equipment, good camping management and camp safety. Scouts will NOT participate in a separate overnight camping trip. This Eagle-required merit badge is good for second year Scouts. **Requirements 4b, 5e, 7b, 8d, 9a & 9c will not be completed at camp.** **CLASS SIZE: 25**



FIRE SAFETY -

Scouts love to engage with fire, whether large or small. This session will go over the safety rules, chemistry and physics of fire. They will go over safe fire practices in everyday life. **Requirements 6a-h will not be completed at camp.**

CLASS SIZE: 25



FIRST AID -

First aid is one of the most basic scout skills. All Scouts need to know the basics of check, call & care to be used in Scouting and out in the world at large. Skills include recognizing life-threatening situations, CPR, bandaging and splinting. **Scouts need to bring materials for a personal first aid kit to camp that will be checked by the Instructor.**

CLASS SIZE: 30



PIONEERING -

This session is designed to further educate Scouts in the areas of knots, ropes, lashing and other non-traditional construction methods. Scouts will construct pioneering projects using the skills learned. **It is recommended that Scouts be at least First Class.**

CLASS SIZE: 8



SEARCH & RESCUE -

Scouts will learn the basics of search & rescues, incident command systems and search techniques. The class will also participate in a mock search-and-rescue scenario. **Requirement 6a cannot be completed at camp** **CLASS SIZE: 20**



WILDERNESS SURVIVAL -

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. Scouts will learn to survive with a minimum of equipment, food and water. Scouts will be challenged to spend the night in a shelter they have improvised. Review your Scout Handbook.

CLASS SIZE: 25



Sports Merit Badges



ATHLETICS -

DUAL MERIT BADGE SESSION

Being involved in an athletic endeavor is not only a way to have fun, but it is also one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes to "Keep myself physically strong." **Requirements 2d, 3d & all of 5 will not be completed at camp.**

CLASS SIZE: 20



SPORTS -

Although Sports Merit Badge cannot be completed at summer camp, many of our Scouts still enjoy the opportunity to participate in some athletic competitions during their time at camp. Additionally important skills such as healthy living and sportsmanship are reviewed during the sessions.

Requirements 1b, all of 4 & all of 5 will not be completed at camp.



CYCLING - Scouts must be 13 years old for this merit badge

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheeled adventures by earning the Cycling Merit Badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. Participants will work on the mountain biking portion of the merit badge. Bikes & helmets are provided at camp.

CLASS SIZE: 16



DISC GOLF - Not a Merit Badge

Disc Golf has become one of the most popular activities at Camp Durant, even though this is not a merit badge. This will be a one-hour session led by experienced players who will introduce Scouts to the basics of Disc Golf. Scouts will have the opportunity to play our 18-hole disc golf course.

CLASS SIZE: 16



PERSONAL FITNESS -

Personal Fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy and gain self-confidence in their overall fitness. **Requirements 1b, 4e & 8 will not be completed at camp.**

CLASS SIZE: 18

Special Area Merit Badges



CLIMBING - Scouts must be 13 years old for this merit badge

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. Scouts will utilize the 43-foot climbing tower at Camp Durant to fulfill the requirements of rope skills and will feature rappelling. Scouts need to show skills in CPR and First Aid in order to complete this merit badge. This merit badge is not to be used for conquering fear of heights.

CLASS SIZE: 14



FINGERPRINTING - Takes place at the Sullivan Center

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children and others. This Merit Badge is offered during open session at 4:00 PM on Monday, Tuesday and Thursday.

CLASS SIZE: 25



ENTREPRENEURSHIP - DUAL MERIT BADGE SESSION

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures



SALESMANSHIP -

CLASS SIZE: 25

"Show me the MONEY!" Everybody wants to make money. This merit badge will instruct Scouts how to plan, market and sell items for money. They will get a chance to run a drink stand at the Staff/Leader softball game.

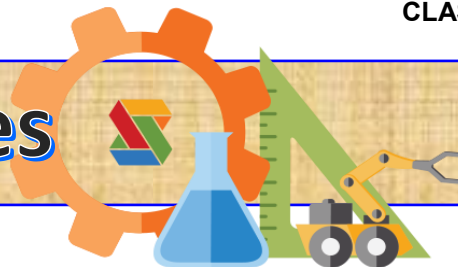


SCULPTURE - Held in the Handicraft Area

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using three dimensions by shaping materials such as clay, stone, metal and wood. This Merit Badge is offered during open session at 4:00 PM on Monday, Tuesday and Thursday.

CLASS SIZE: 25

STEM Merit Badges



CHEMISTRY -

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules and how molecules are made. Stretch your imagination to envision molecules that cannot be seen, but can be proven to exist.

CLASS SIZE: 24



ELECTRONICS - DUAL MERIT BADGE SESSION

Electronics is the science that controls the behavior of electronics so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

CLASS SIZE: 24



ELECTRICITY -

Electricity is a powerful and fascinating force of nature. Scouts will learn how to generate, transmit and use electricity. **Requirements 2, 8 & 9a will not be completed at camp.**



ENGINEERING -

Scouts in this session will learn about careers in engineering as well as how engineering has changed the world. They will be dismantling household items to see how they work and designing their own patrol equipment. Scouts will also build models of simple machines and machines that show motion as well as compete in a scaled bridge building competition.

CLASS SIZE: 24



PROGRAMMING -

Scouts in this session will learn to write, debug and modify in 3 separate programming languages. Topics will include the history and milestones of programming as well as careers and intellectual property rules. This merit badge is a great fit for Scouts with prior computer knowledge. ***Cyber Chip is required****

CLASS SIZE: 15



ROBOTICS -

The Robotics Merit Badge offers Scouts the opportunity to discover different careers in robotics and an introduces them to different types of robots and how they are used in today's society. Scouts will compete after developing their own programs that will allow Lego Mindstorms to walk through a maze and handle objects.

CLASS SIZE: 16



CITIZENSHIP IN THE COMMUNITY -

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: in the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials. **Requirements 3a, 3b, all of 4 and 7c will not be completed at camp.**

CLASS SIZE: 25



CITIZENSHIP IN THE NATION -

Citizenship in the United States of America holds its responsibilities and duties as well as its privileges. This session focuses on both sides of the coin, looking at how we must support our country and what it does to support us. *This merit badge is not recommended for first year scouts.*

CLASS SIZE: 25



CITIZENSHIP IN THE WORLD -

Since we all live on the planet Earth, we are all citizens of the world. This session looks at the different ways that individuals, organizations and governments interact with each other. *This merit badge is not recommended for first year scouts.*

CLASS SIZE: 25



COMMUNICATION -

Human beings do not live in solitude, but in communities. This is primarily because of communication. In this session, Scouts will write and present speeches to the session.

Requirements 5 and 8 will not be completed at camp.

CLASS SIZE: 25

Scouts can plan to coordinate a troop campfire at camp fulfill requirement 8 of this merit badge.



EMERGENCY PREPAREDNESS -

This merit badge encourages Scouts to learn procedures for dealing with emergencies such as fires, search & rescue, floods & other disasters as well as attempting to develop the Scout's own problem-solving skills.

Requirement 1 must be completed before camp (Earn First Aid Merit Badge). Requirement 2c, 7a, 7b, 8b, 9a & 9c will not be completed at camp.

CLASS SIZE: 15



PERSONAL MANAGEMENT -

Personal Management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it while remaining flexible enough to deal with changes and new opportunities.

Requirements 2 a, 2b-(1 & 2), 8a, 8b, 8c & 8d will not be completed at camp.

CLASS SIZE: 25

Merit Badges taught in the Trail to Eagle area...



ARCHITECTURE -

Scouts will learn about the thought and planning involved in designing structures and learn how to accurately scale drawings of structures.

CLASS SIZE: 25



MOVIE MAKING - (Now listed on Session Grid under STEM)

Movie Making Merit Badge includes the fundamentals of producing a motion picture. Each Scout will help with developing a storyline, lighting, focus, pre and post production processes. ****Cyber Chip is required****

CLASS SIZE: 25



PHOTOGRAPHY - (Now listed on Session Grid under STEM)

Photography Merit Badge gives Scouts a chance to capture the world one frame at a time. Scouts' photography may be displayed during the Friday night campfire. The camp will have a limited number of digital cameras to use, but Scouts should bring their own if possible.

CLASS SIZE: 25

NOTE: All photographs taken as part of this session become the property of the Occoneechee Council.



LAW -

Earning the Law Merit Badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law and careers in the legal profession.

CLASS SIZE: 25

Specialty Programs

ALL-TERRAIN VEHICLE (ATV) TRAINING COURSE

This summer, Camp Durant will once again be offer the All-Terrain Vehicle (ATV) Training Program for Scouts. The Training is an all-week, daily two-hour class at Camp Reeves that teaches Scouts the proper way to operate ATV's.

During the week, Scouts will learn how to safely control and maintain an ATV, while completing the ATV Safety Rider Course. The course will be divided into two age groups. Scouts must be the appropriate age by the time they arrive at camp without exception. Height and weight restrictions for the 14 –15 year old age group are in place for the safety of the riders due to size of the ATV's.



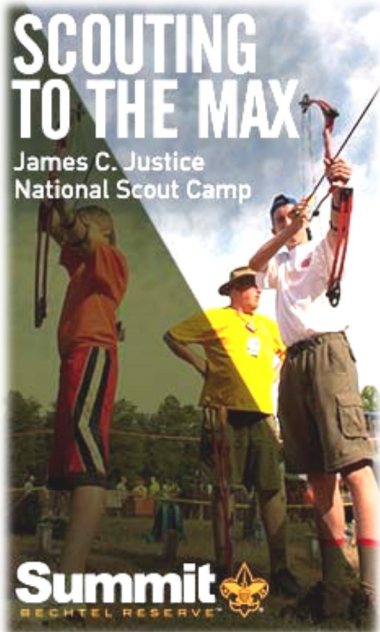
Group 1: 14 –15 years old

Class Size: 6 per session (2 sessions each morning & afternoon)

Group 2: 16 years or older

Class Size: 6 per session (2 sessions each morning & afternoon)

Additional Requirements: *Signed ATV Participation & Hold Harmless Agreement (page 34), long-sleeve shirt, long pants, over-the-ankle boots& gloves.*



The Summit Trek - Council Adventure Partnership James C. Justice National Scout Camp Beckley, West Virginia

Camp Durant is pleased to announce that we have once again partnered with the National High Adventure Base, The Summit, to provide an experience that will last a life time, at a reduced cost - only available Week 4. We are the first Council in the United States that leveraged a National High Adventure Base to administer its Summer Camp High Adventure Program for our scouts!

The Trek is open to any Boy Scout, Venture Scout or Adult without regard to whether or not their Troop or Crew is coming to Camp Durant. Camp Durant will provide 2 staff members that will be with the group the entire week and will be a valuable resource for the group. Transportation will be in a 15-passenger van pulling a trailer with equipment. The trek is NOT limited to 13 scouts per week, however, that will be our break point when we will have to have additional adults attending to assist with transporting youth & equipment.

Participants will check in on Sunday at Camp Durant and will be placed in the Trek Staging Area for the night. They will do swim checks and begin orientation for their Trek that leaves Monday morning. After breakfast Monday morning they

will travel to the Summit in Beckley, West Virginia, where they will stay until Friday morning. Adults wishing to accompany the trek will be allowed to fully participate in ALL activities!!! Tuesday & Wednesday the Scouts will participate in activities at the Summit Center which will include: 1,400-foot Zip Line, Canopy Tours, Climbing Walls, Mountain & BMX Bikes and Shooting Ranges. There will be evening opportunities to participate in Aquatics activities. Thursday will be an out-of-camp activity, White Water Rafting on the New River. The river trip will be led by professional raft guides and is sure to be an exciting experience, to say the least!

All meals will be in a dining facility. Scouts will stay in tents that were used by Jamboree Staff and sleep on cots. Scouts will need to bring all personal gear and spending money as they would for any summer camp trip. Scouts must be a minimum of 13 years old and have camp experience...i.e. NO Home-sickness issues. They will be in WEST VIRGINIA!!!

Because this is a reduced cost Council Adventure Partnership - it does not qualify for the National Triple Crown High Adventure Award.

Summit Leader's Guide is available at: www.campdurant.com

What to Bring to Camp

PERSONAL EQUIPMENT

- Signed Camp Durant Parental Consent Form
- Medical Exam Form (with all signatures)
- Scout Uniform (both Class A & B)
- T-shirts, shorts & jeans
- Underwear
- Closed Toe Shoes & Water Shoes
- Sweater/Jacket
- Poncho/Raincoat
- Sleeping Bag
 - Approx. \$80 for Trading Post & Grill
- Pillow
- Swim Trunks
- Comb, shampoo, toothbrush, toothpaste
- Towels (1 for Waterfront & 1 for Showers)
- Washcloths & Soap
- Flashlight
- Pocketknife (must fold & be less than 6")
- Scout Handbook
- Merit Badge Books (Registered Sessions)
- Paper & Pens
- Camera
- Compass
- Money for Trading Post/Grill
- Fishing Rod & Reel
- OA Sash
- Insect Repellent

TROOP EQUIPMENT

- Unit Roster (including Rotating Leaders listed)
- Troop Flag
- Patrol Flags
- U.S. & State Flags
- Camp Spirit Items
- Propane or Battery Lanterns
- Ice Chest
- Extension Cords (Leaders w/CPAP Machines)



Unit Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America aquatics activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. **Units who choose to conduct their swim checks before camp will have their check-in time greatly reduced on Sunday, as they will not have to wait in a long line to have their swim check conducted.** This should easily save units 45 minutes on their very busy Sunday.

Units can arrange for swim tests before camp. Units should have someone with lifeguard or swimming instructor training sign form. The swim classification test should be conducted by one of the following council-approved resource people (see option B). After completing the test, the Unit Swim Classification Record should be completed, including the required names, signatures and a copy of the test administrator's certification attached to the record. The unit leader should turn in the completed forms to the Occoneechee Council Office.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of the test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as stated below.

Swimmer Test

The Swimmer Test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The various components of the test evaluate the several different skills essential to this minimum level of swimming ability. A precise statement of the test is as follows:

"Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating."

Beginner Test

A precise statement of the Beginner Test is as follows:

"Jump feet first into water over the head in depth, level off and begin swimming. Swim 25 feet on the surface, stop, turn sharply, resume swimming as before and return to starting place."

The entry and turn in the Beginner Test serve the same purpose as in the Swimmer Test. The swimming can be done with any stroke, but no underwater swimming is permitted. The stop assures that the swimmer can regain his stroke if it is interrupted. The test demonstrates that the beginning swimmer is ready to learn deep-water skills and has the minimum required for safe swimming in a confined area in which shallow water, sides or other support are less than 25 feet from any point on the water.

Administration of Swim Classification Tests

OPTION A *(at camp):*

The swim classification is completed the first day of Camp by Aquatics personnel.

If this option is chosen by your Troop - your Scouts should bring a daypack with swimming trunks and towel (they can also be worn under the Uniform). We strongly encourage Troops to do swim checks before going to camp, if possible.

OPTION B *(At unit level with Council approved Aquatics resource people):*

The swim classification test done at a Unit Level should be conducted by one of the following Council-approved resource people: Aquatics Instructor, BSA; Aquatics Supervisor, BSA; Water Rescue, Council Certified; BSA Lifeguard; certified lifeguard; swimming instructor or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for the use at the camp. Include a copy of the certification to the swim classification record.

SPECIAL NOTE: *When swim tests are conducted away from camp or at the point of activity, the Aquatics Director shall, at all times, reserve the authority to review or retest all participants to ensure that standards have been maintained.*

